game playback. The game playback can involve displaying information about a game previously played on the gaming machine. In **1624**, this event can be logged to the PHTM. In **1626**, a particular previously played game can be selected from among a plurality of games with game information stored in the PHTM. In this example, the first game played is selected.

[0223] In **1628**, game information associated with the first game is retrieved from the PHTM. Some examples of game information which can be retrieved includes but are not limited one or more of random numbers used to generate the first game, screen shots, award information, bet information, credit information and screen shots from one or more game states.

[0224] In **1630**, first game features can be regenerated. These game features can include animations of the play of the game, which represent one or more game states, or static images representing different game states. The animations of the play of the game can be regenerated using random numbers associated with the original play of the first game.

[0225] In **1632**, game information associated with the first game, including the retrieved screen shots, regenerated static images and regenerated animations, can be output to a display on the gaming machine. In one embodiment, the display can be the display where the game presentation for the wager-based game is output (e.g., see display **1018** in FIG. **1**A). In **1634**, the gaming machine can exit the tilt state and enter game play mode. For example, to initiate this process an operator can turn a key in the locking mechanism and remove it from the locking mechanism.

[0226] In **1636**, initiation of game play can be logged as an event to the PHTM. In **1638**, a third game on the gaming machine can be initiated. In **1640**, the initial state information associated with the third game can be stored to the PHTM.

[0227] Because such information and program instructions may be employed to implement the systems/methods described herein, the present disclosure relates to tangible (non-transitory) machine readable media that include program instructions, state information, etc. for performing various operations described herein. Examples of machine-readable media include hard disks, floppy disks, magnetic tape, optical media such as CD-ROM disks and DVDs; magneto-optical media such as optical disks, and hardware devices that are specially configured to store and perform program instructions, such as read-only memory devices (ROM) and programmable read-only memory devices (PROMs). Examples of program instructions include both machine code, such as produced by a compiler, and files containing higher level code that may be executed by the computer using an interpreter.

[0228] Although many of the components and processes are described above in the singular for convenience, it will be appreciated by one of skill in the art that multiple components and repeated processes can also be used to practice the techniques of the present disclosure. As used herein, the term "and/or" implies all possible combinations. In other words, A and/or B covers, A alone, B alone, and A and B together.

[0229] With respect to any material incorporated herein into by reference, it is to be understood that if there is conflict between the incorporated material and the present disclosure, the present disclosure controls. If there is conflict between two or more of the incorporated materials, the later dated one controls.

[0230] While the present disclosure has been particularly shown and described with reference to specific embodiments thereof, it will be understood by those skilled in the art that changes in the form and details of the disclosed embodiments may be made without departing from the spirit or scope of the present teachings. It is therefore intended that the disclosure be interpreted to include all variations and equivalents that fall within the true spirit and scope of the present teachings.

What is claimed is:

1. A machine-implemented method carried out for a slot machine, comprising:

detecting initiation of a current gaming action on the slot machine;

responsive to the detection of initiation of the current gaming action, determining by chance at least one member selected from the group consisting of a size, a shape and a location of a boosted features area to be used in the current gaming action;

determining if a special-feature symbol lands inside the determined boosted features area of the current gaming action; and

applying a corresponding boosting for the special-feature symbol that lands inside the determined boosted features area of the current gaming action.

2. The method of claim **1** wherein,

the special-feature symbol is a WILD card symbol.

3. The method of claim **1** wherein,

the boosted features area of the current gaming action is rectangular in shape.

4. The method of claim **1** wherein,

the slot machine comprises one or more reels of chance having symbols provided thereon;

the initiation of the current gaming action includes initiation of spinning of the one or more reels of chance; and

the boosted features area of the current gaming action is displayed as overlying a portion of the one or more reels in an outcome-revealing window that shows an outcome relevant portion of the one or more reels.

5. The method of claim **1** and further comprising:

determining if the boosted features area of the current gaming action is different from a boosted features area used in a gaming action immediately prior to the current gaming action; and

responsive to determining that boosted features area of the current gaming action is different, generating display effects that draw attention to the difference.

6. The method of claim **5** wherein,

the generated display effects include showing a morphing from the boosted features area used in the prior gaming action to the boosted features area used in the current gaming action.

7. The method of claim **5** wherein,

the generated display effects include changing displayed colors for at least the boosted features area used in the prior gaming action or the boosted features area used in the current gaming action.

8. The method of claim **5** wherein,

the generated display effects include changing displayed brightness for at least the boosted features area used in